AGE 13+

MAGIC The Gathering®

JOURNEY INTO NYX™

WRATH OF THE MORTALS

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Wrath of the Mortals

Illus. Mike Sass

No.	Card	Mana Cost	Set
Creatures (15)			
3	Young Pyromancer	1 🔥	*Magic 2014* core set
1	Battlefield Thaumaturge	1 💧	*Journey into Nyx*™
3	Guttersnipe	2 🔥	*Return to Ravnica*™
1	Chandra's Phoenix	1 🔥🔥	*Magic 2014* core set
4	Spellheart Chimera	1 💧🔥	*Theros*™
1	Ogre Battledriver	2 🔥🔥	*Magic 2014* core set
1	Oracle of Bones	2 🔥🔥	*Born of the Gods*™
1	Ætherling	4 💧💧	*Dragon's Maze*™
Other Spells (20)			
4	Lightning Strike	1 🔥	*Theros*
3	Magma Jet	1 🔥	*Theros*
1	Mizzium Mortars	1 🔥	*Return to Ravnica*
2	Searing Blood	🔥🔥	*Born of the Gods*
2	Flames of the Firebrand	2 🔥	*Magic 2014* core set
2	Divination	2 💧	*Born of the Gods*
1	Anger of the Gods	1 🔥🔥	*Theros*
1	Harness by Force	1 🔥🔥	*Journey into Nyx*
1	Steam Augury	2 💧🔥	*Theros*
1	Fated Conflagration	1 🔥🔥🔥	*Born of the Gods*
2	Turn/Burn	2 💧 / 1 🔥	*Dragon's Maze*
Lands (25)			
4	Izzet Guildgate	—	*Return to Ravnica*
12	Mountain	—	—
9	Island	—	—
Sideboard (15)			
2	Elixir of Immortality	1	*Magic 2014* core set
2	Dispel	💧	*Return to Ravnica*
3	Essence Scatter	1 💧	*Magic 2014* core set
3	Negate	1 💧	*Magic 2014* core set
2	Flames of the Firebrand	2 🔥	*Magic 2014* core set
3	Izzet Staticaster	1 💧🔥	*Return to Ravnica*

Playing the Deck

Harness the power of fire and lightning to defeat your foes! The "Wrath of the Mortals" deck features a wide range of damage spells as well as creatures that reward you for casting them. As you blast away your opponent's forces, your creatures become more and more dangerous.

Young Pyromancer and Guttersnipe trigger every time you cast an instant or sorcery, netting you additional creatures and damage. If possible, try to get these Shamans onto the battlefield before casting your other spells. Because your creatures yield more benefits the longer they stay on the battlefield, trading them with opposing creatures is usually not a good plan. Don't be afraid to take some early damage while you get set up.

Your suite of burn spells is both formidable and versatile. Many of these spells can target a creature or a player, so you'll be able to either remove problematic enemy forces or simply finish off your opponent. Flames of the Firebrand and Turn/Burn are great ways to clear out an early rush, and Battlefield Thaumaturge makes them brutally efficient if you're going after multiple creatures. Turn/Burn and Mizzium Mortars both become more powerful as the game goes on, as they give you the option of spending additional mana for a larger effect. When you're running low on damage spells, Divination and Steam Augury help you refuel.

When playing the "Wrath of the Mortals" deck, you shouldn't seek to prolong the game like you would with a typical controlling deck. Instead, you'll want to switch from defensive to aggressive at the first opportunity. Knowing when to use your burn spells on your opponent's creatures and when to go for the throat is crucial. Spellheart Chimera and Guttersnipe are both great ways to close out games while your opponent is on the back foot.

Your sideboard will allow you to adjust your strategy for certain matchups. If your opponent is playing an aggressive deck with small creatures, you can swap out your higher-cost spells for more ways to interact early, such as Izzet Staticaster and additional copies of Flames of the Firebrand. Elixir of Immortality can help against decks that try to finish you off with burn. If your opponent is playing a slower deck with lots of creature removal, you can take out some fragile creatures like Guttersnipe and add inexpensive ways to counter big spells in the form of Dispel, Negate, and Essence Scatter.

Once you've got a feel for the deck, you might want to make some changes to tune it to your style of play. If you like casting lots of spells to trigger utility creatures, you could play Prophetic Flamespeaker, a *Journey into Nyx* creature that can allow you to cast multiple extra spells a turn. Keranos, God of Storms from the *Journey into Nyx* set lends itself to a more controlling game, as it lets you draw an additional card or deal damage to a creature or player turn after turn.

Sideboards

Each **Magic**™ deck may have a sideboard—a group of extra cards that are particularly good against certain opponents. For example, a card that says "Destroy all artifacts" is great against someone playing a deck that relies on lots of artifacts, but useless against opponents who aren't playing with artifacts. After you play a game against an opponent, you may make changes to your deck using cards from your sideboard. You must reset your deck to its original configuration before playing someone new.

In a Constructed game, your sideboard consists of up to 15 cards. Your combined deck and sideboard can't have more than four copies of any card other than basic land cards. Your deck must have at least 60 cards.

In a Limited game, all the cards you opened that aren't in your main deck are in your sideboard. Your deck must have at least 40 cards.

Tournaments & Events

Every week, thousands of **Magic**™ players worldwide gather in game and hobby stores to participate in organized **Magic** events. These events are a fantastic opportunity to connect with other **Magic** players in your community. You get to spend a few hours playing **Magic**, improve your skills as a player, trade deck ideas, and perhaps win some fabulous prizes.

All **Magic** tournaments, from this week's Friday Night Magic event at your local store to the many events at a thousand-player Grand Prix, are run in pretty much the same way. You'll show up at a certain time to register for the event (an entry fee may be required). At the start of each round of matches, the tournament organizer announces the pairings for that round. Players with similar records are paired against each other. The first player to win two games wins the match.

Most events are "Swiss draw": You play a fixed number of matches, regardless of whether you win or lose. The number of matches depends on the number of players, but there should be at least three rounds of matches, even for a small eight-person event. After the final round, the top finishers might advance to a single-elimination playoff. (If a particular event uses single elimination throughout, the organizer will let you know in advance.)

You can find an event near you by asking at the store where you bought this deck or by using **Wizards.com/Locator**. If you can, contact the event organizer ahead of time to confirm when and where the event is, and what you'll need to bring. Remember that you always need to have a way to track life totals, as well as small items to use as counters or tokens. Take this deck with you, and get started with the fun!

New to Tournaments & Events?

Magic events are operated under tournament rules set by the DCI™, a worldwide organization dedicated to organized play. You'll need a DCI number to sign up for most events. You can get one for free from the person who's organizing the event, and you'll use that number forever. You get a card with your number on it. If you ever forget what your number is, you can ask the organizer at the next event you go to. (Many players choose to store their DCI number on their cell phones so it's always handy.) Once you have a DCI number, you automatically become a member of the Planeswalker Points Program. Track your progress at **PlaneswalkerPoints.com.**

Formats

The most popular **Magic** format is called *Standard*. It uses only the newest sets the game has to offer. The current block, the block that was released the previous October, and the most recent core set are all legal to play in a Standard deck. Standard events are available all year, worldwide. This *Journey into Nyx*™ event deck was designed to be playable as-is in Standard events as of May 2, 2014.

Standard is a *Constructed* format. In a Constructed format, each player brings his or her own deck to the event. In other words, decks must be constructed in advance. Each deck must contain at least 60 cards. A deck may contain any number of basic land cards, but no more than four copies of any other card, based on its English card name. (Only the card's name counts. Its expansion symbol doesn't matter. As long as a card has the same name as a card in a set that's legal in a given format, you can play with that card.)

The pool of cards that players use to build their decks depends on exactly which Constructed format they're playing. For example, the Modern format uses core sets and blocks from *Eighth Edition* and *Mirrodin*™ to the present. You can check **Wizards.com/MagicFormats** to see the latest definitions of sanctioned Constructed formats.

Not all events require you to bring your own deck. When you play a *Limited* format, building your deck is part of the event! You receive a certain number of unopened **Magic** booster packs. You then open the booster packs and build a deck of at least 40 cards from just those cards and basic lands. Other players do the same, and then you play! You keep your cards at the end of the event.

Tips for a Successful Event

Find out the details of the event in advance.

Where are you going? When should you get there? What format are you playing? You'll want the answers to these questions before the event.

Make sure you have everything you'll need.

Once you're at the event, you don't want to waste time hunting for supplies and not playing **Magic!** Make sure you have a way to track your life total and any counters or tokens that you may need.

Introduce yourself to the staff.

In addition to the event organizer, there may be judges staffing the event. They're all there to make sure you have a great time. Also, if you have questions about **Magic** rules or how the event works, judges are there to help.

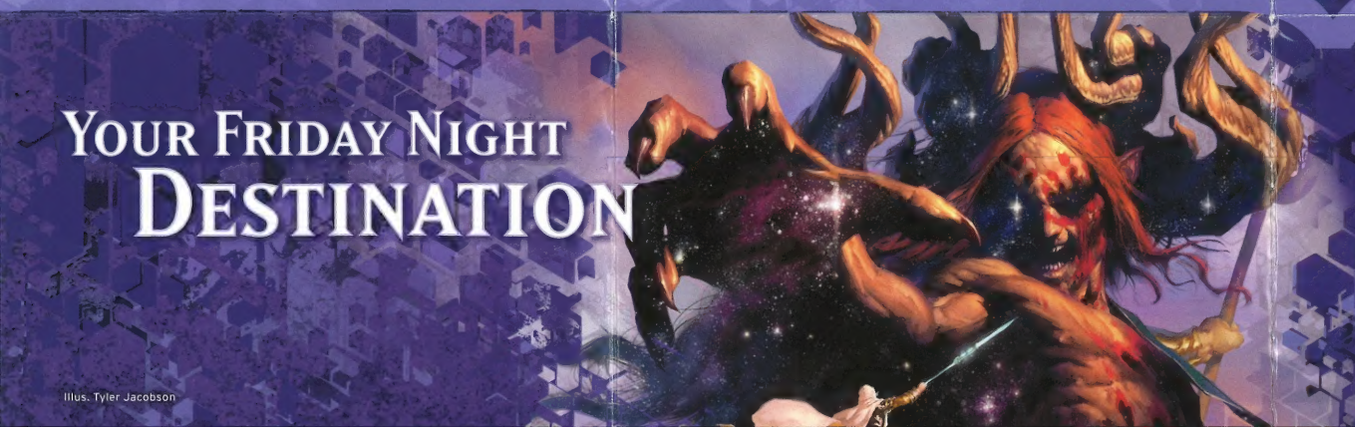
Introduce yourself to your opponents.

Your opponent this week may become your teammate next week. **Magic** communities are connected, and the connections you make at this event mean more fun at future events.

Ask questions.

Whether you're attending your first event or your hundredth, there's always something new to learn at a **Magic** event.

Illus. Yefim Kligerman



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Friday Night Magic™

Join the community of **Magic**™ players who play every Friday night.

Wizards.com/FNM **#MTGFNM**

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